

FIG. 1

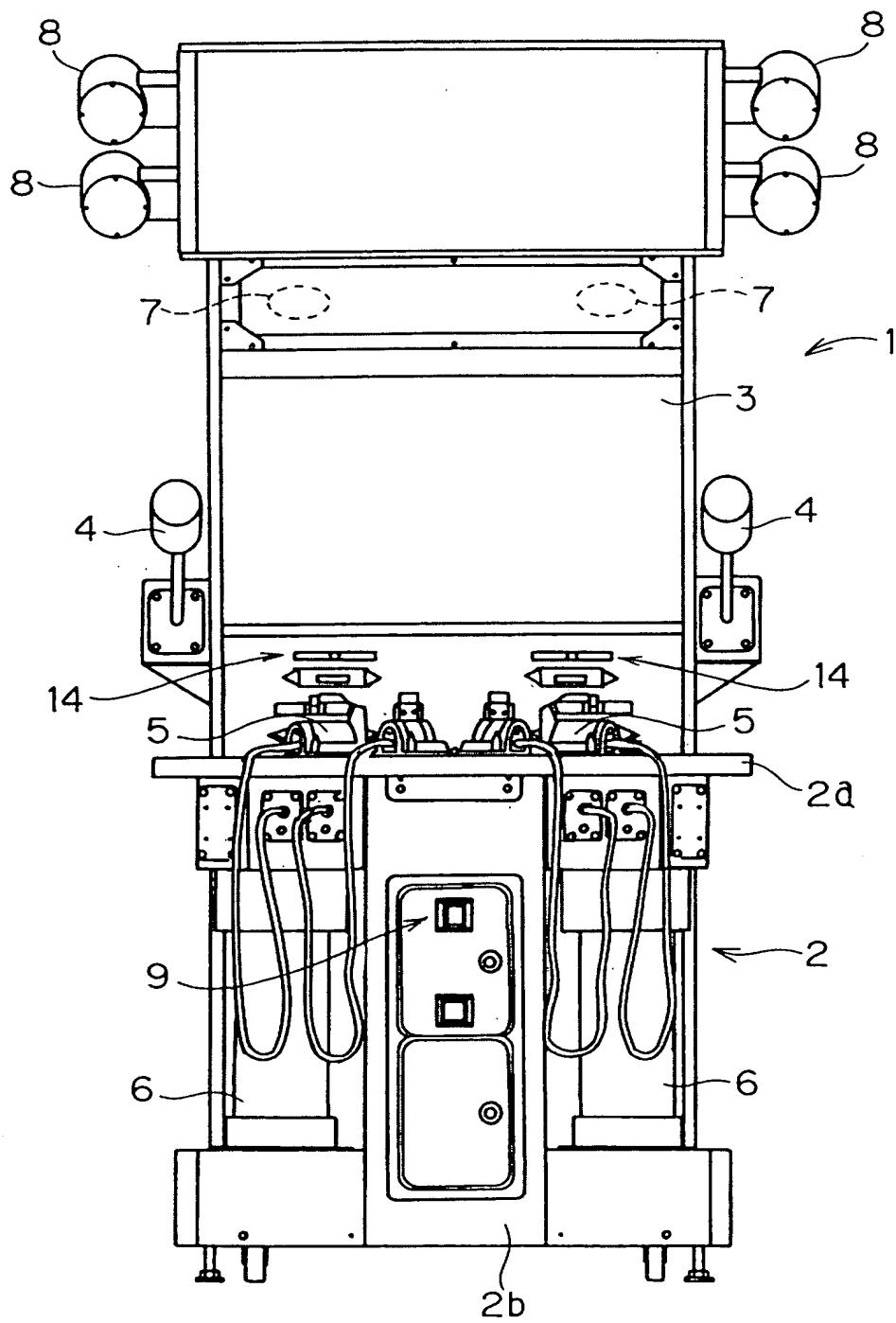


FIG.2

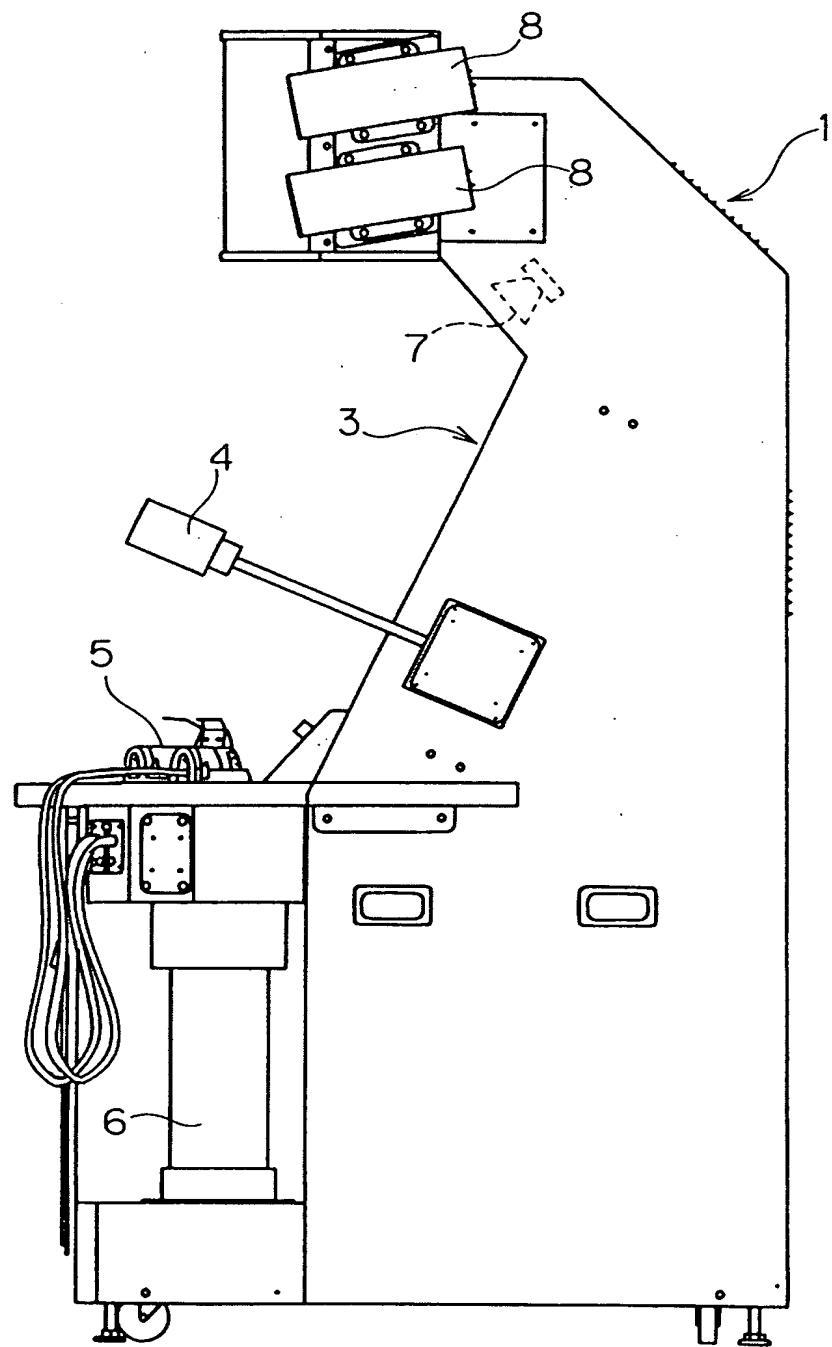


FIG.3

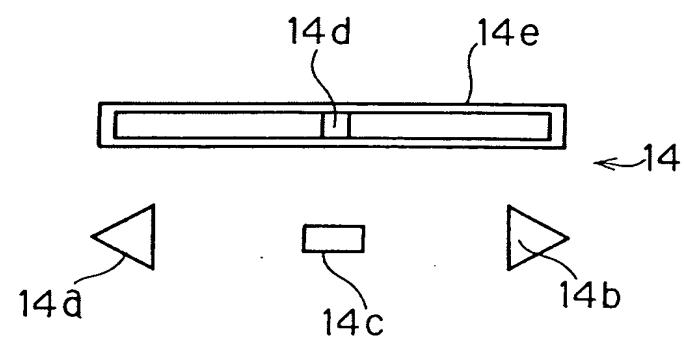
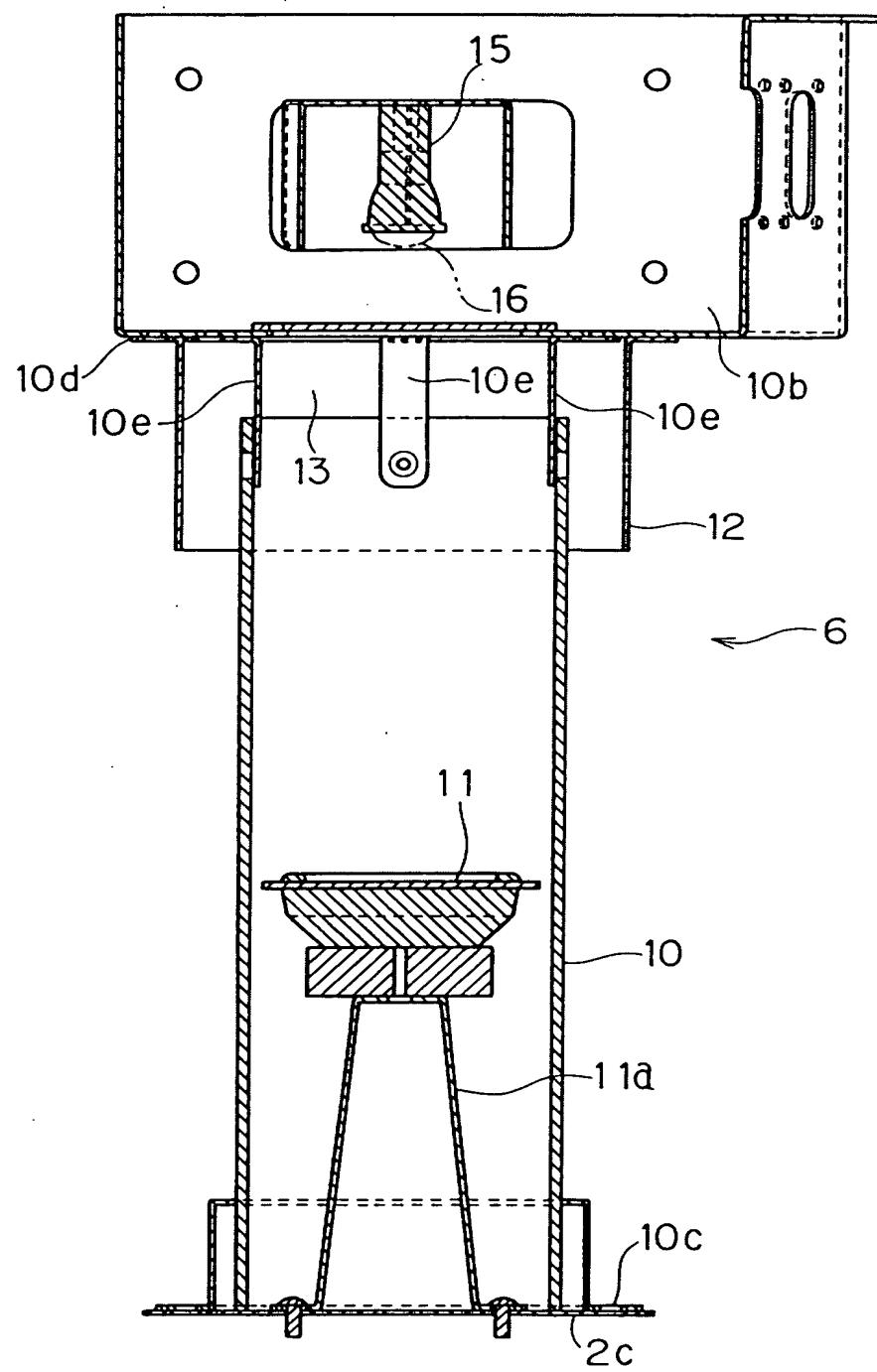
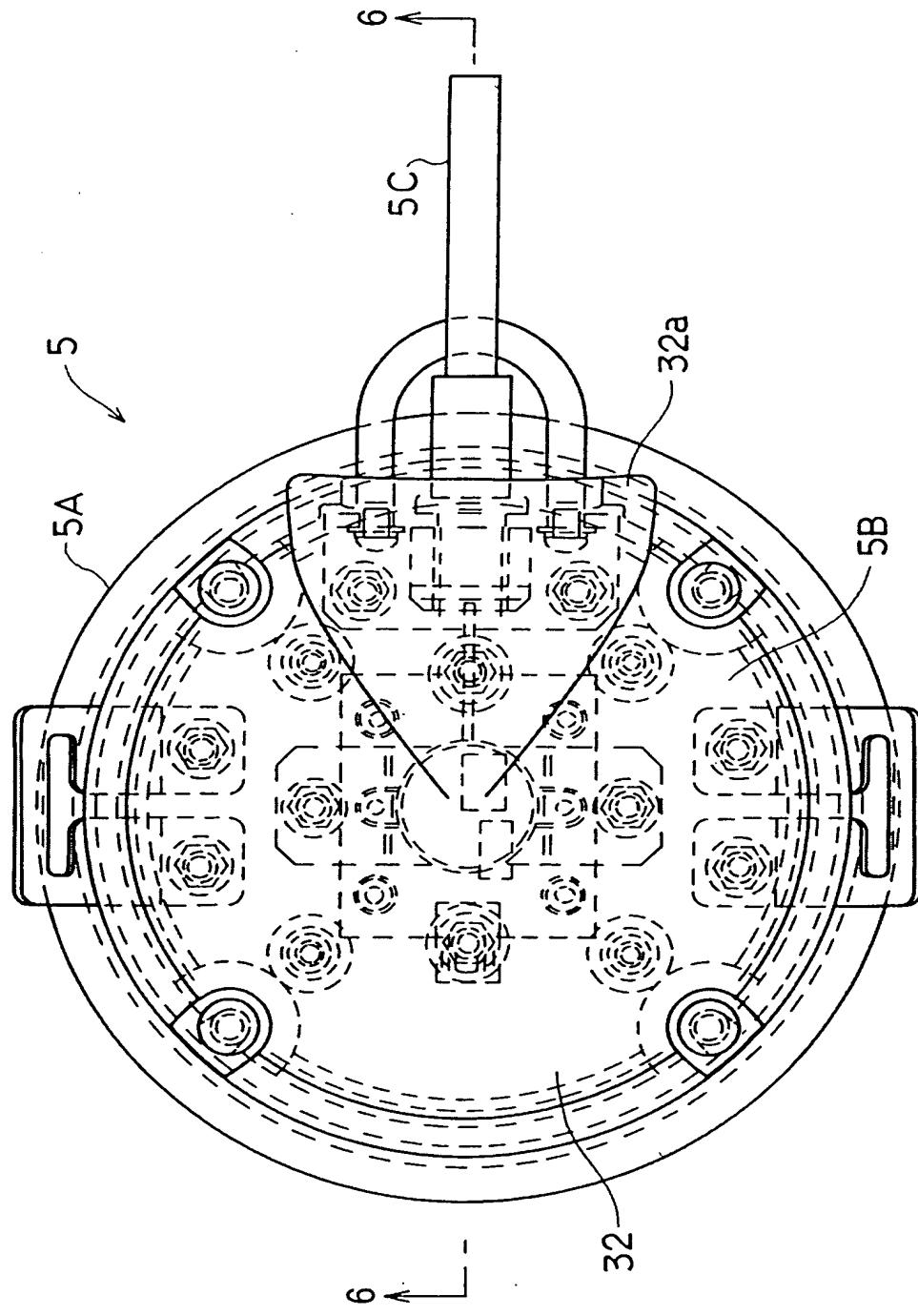


FIG.4



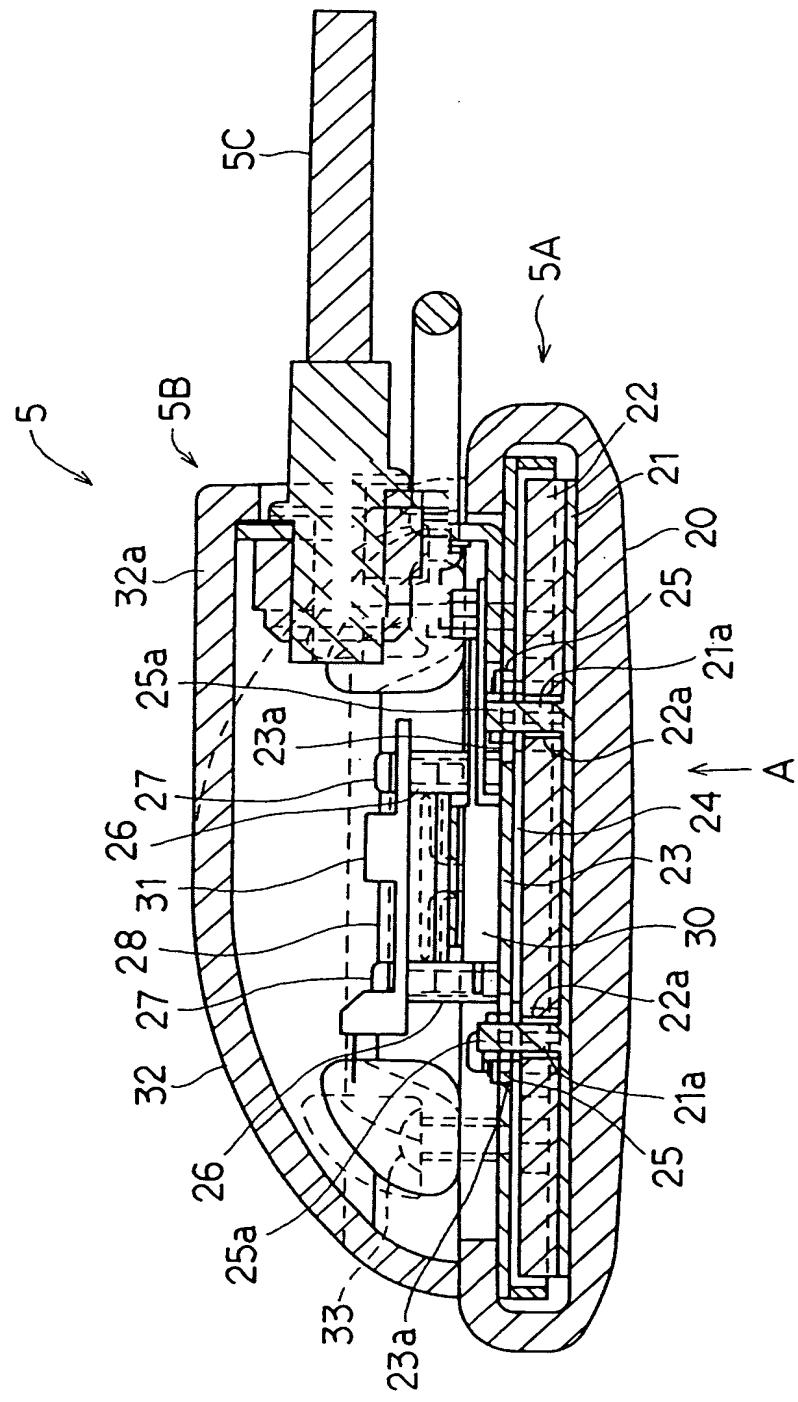
0 9 6 5 5 6 5 6 - 0 9 0 5 0 0

FIG.5



015060 "35355360

FIG.6



0005060 " 999999960

FIG.7

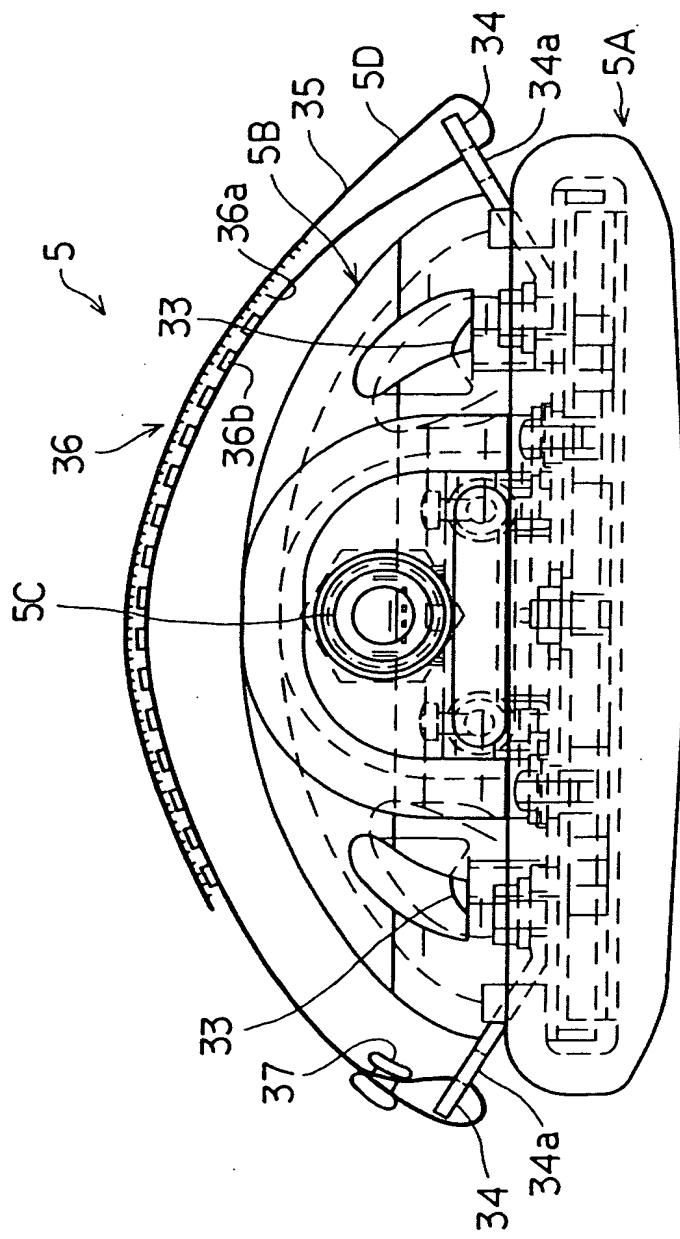


FIG.8

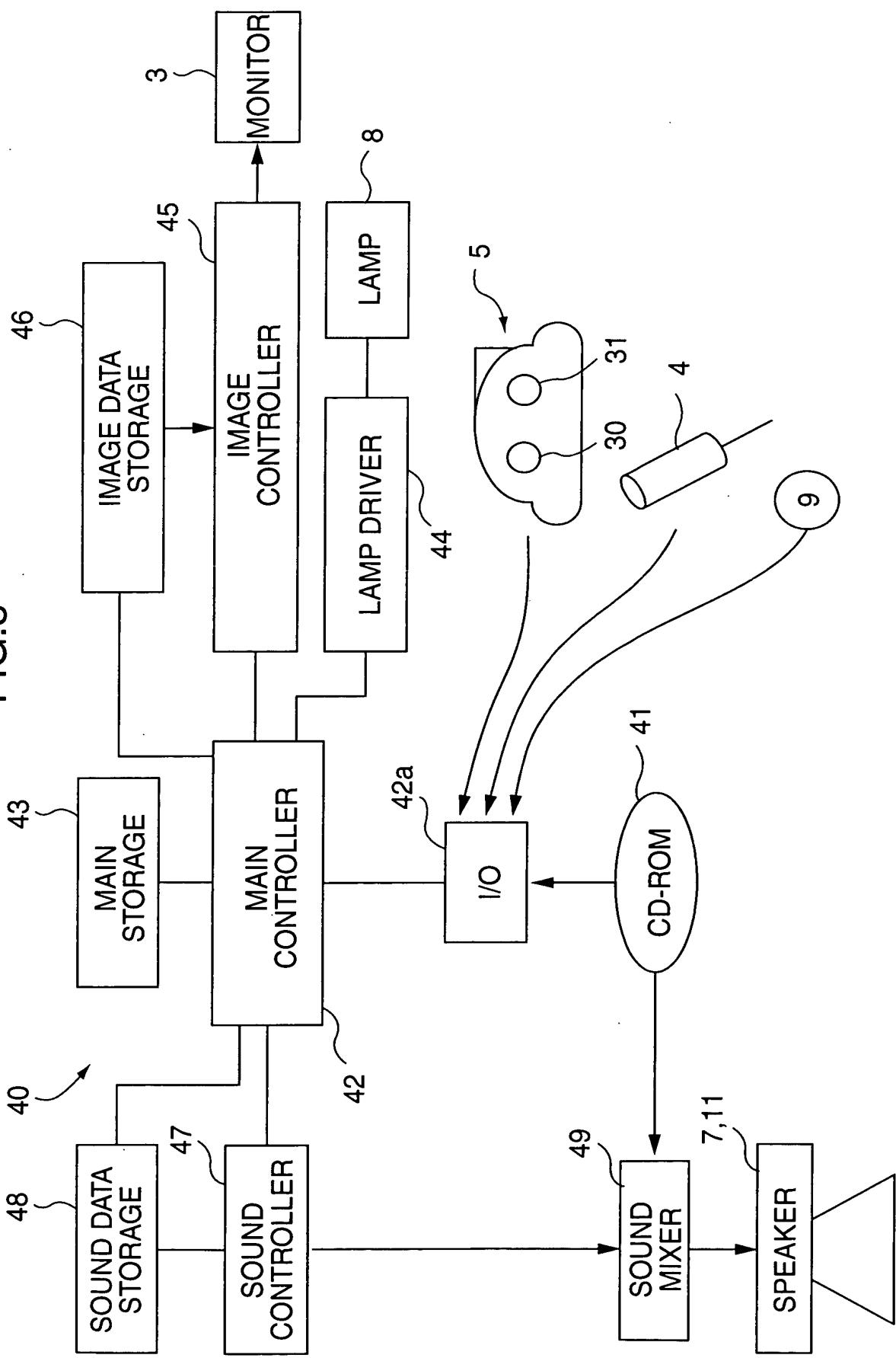


FIG.9

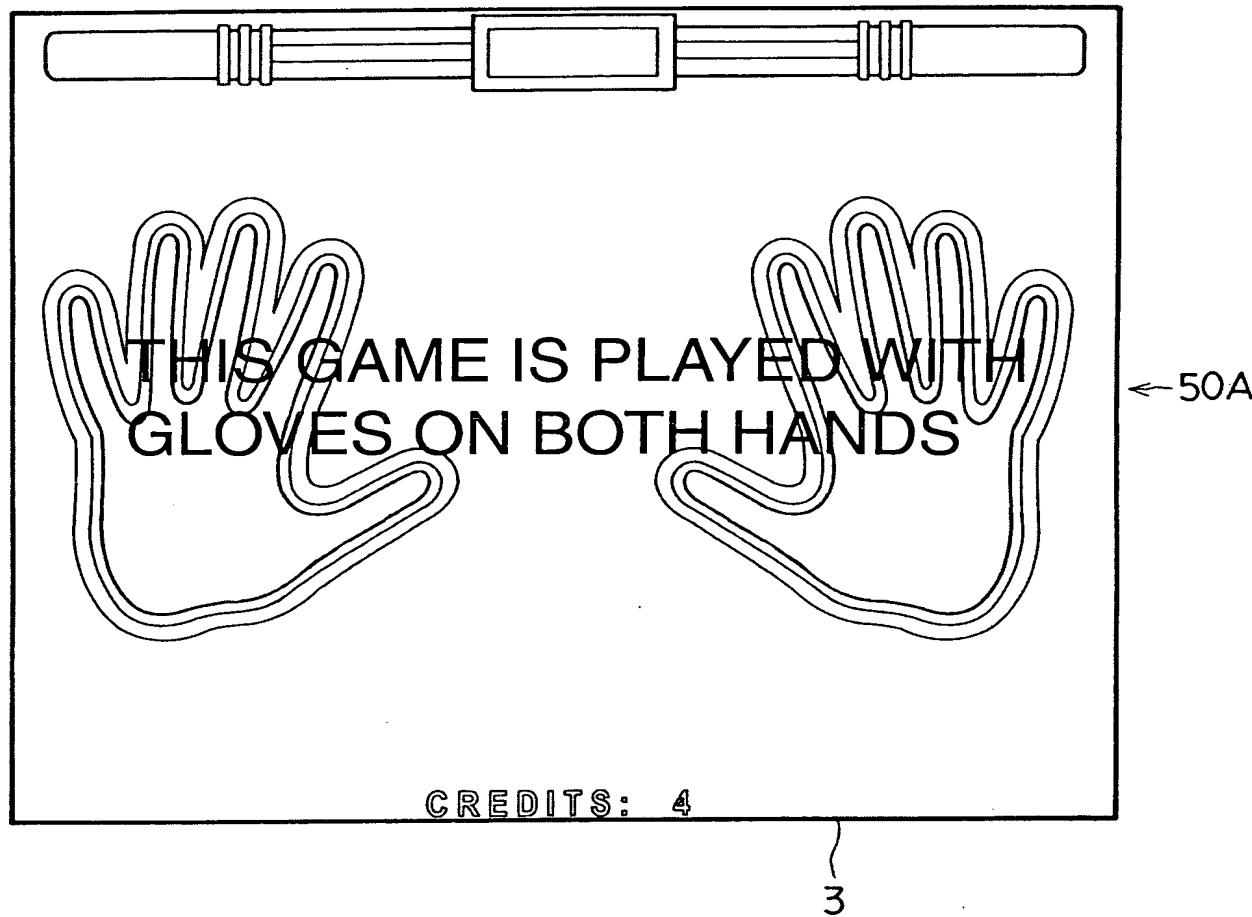


FIG.10

MONKEY	MONKEY SOUND
FUNKY	FUNKY SOUND
WOMAN	FEMALE SOUND
NORMAL	NONE
MAN	MALE SOUND
HUSKY	HUSKY SOUND
MONSTER	MONSTER SOUND
ROBOT	ROBOT SOUND

FIG.11

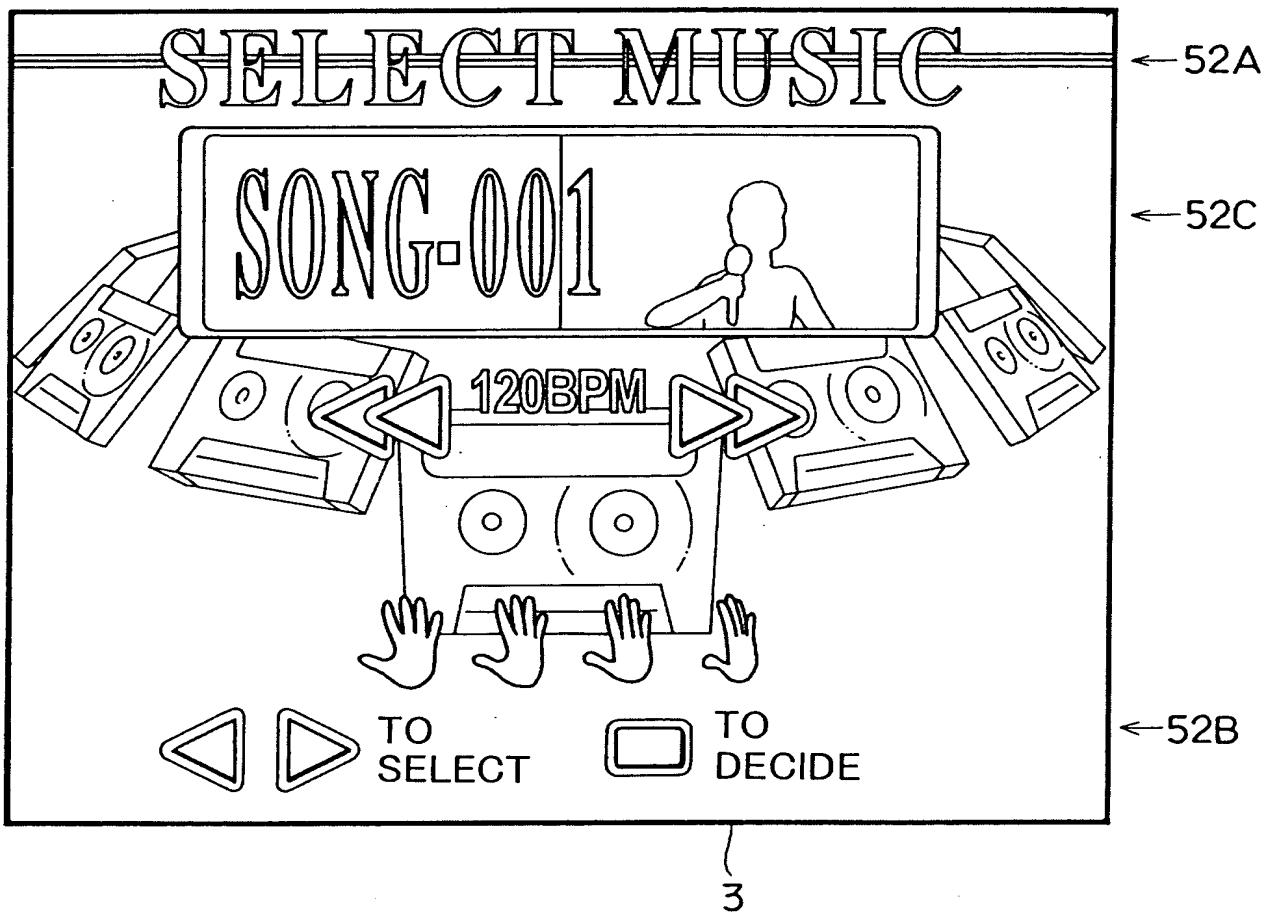


FIG.12

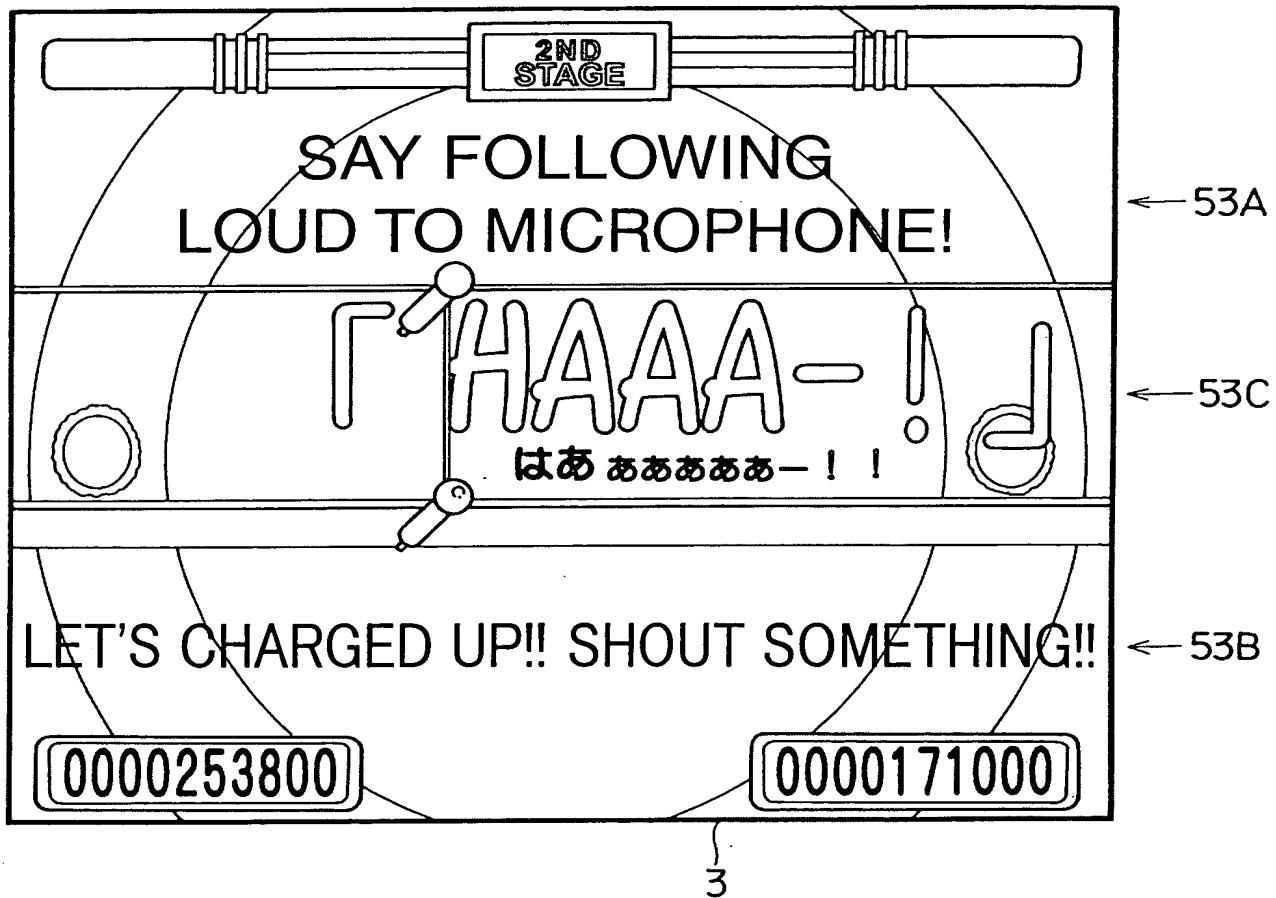


FIG.13A

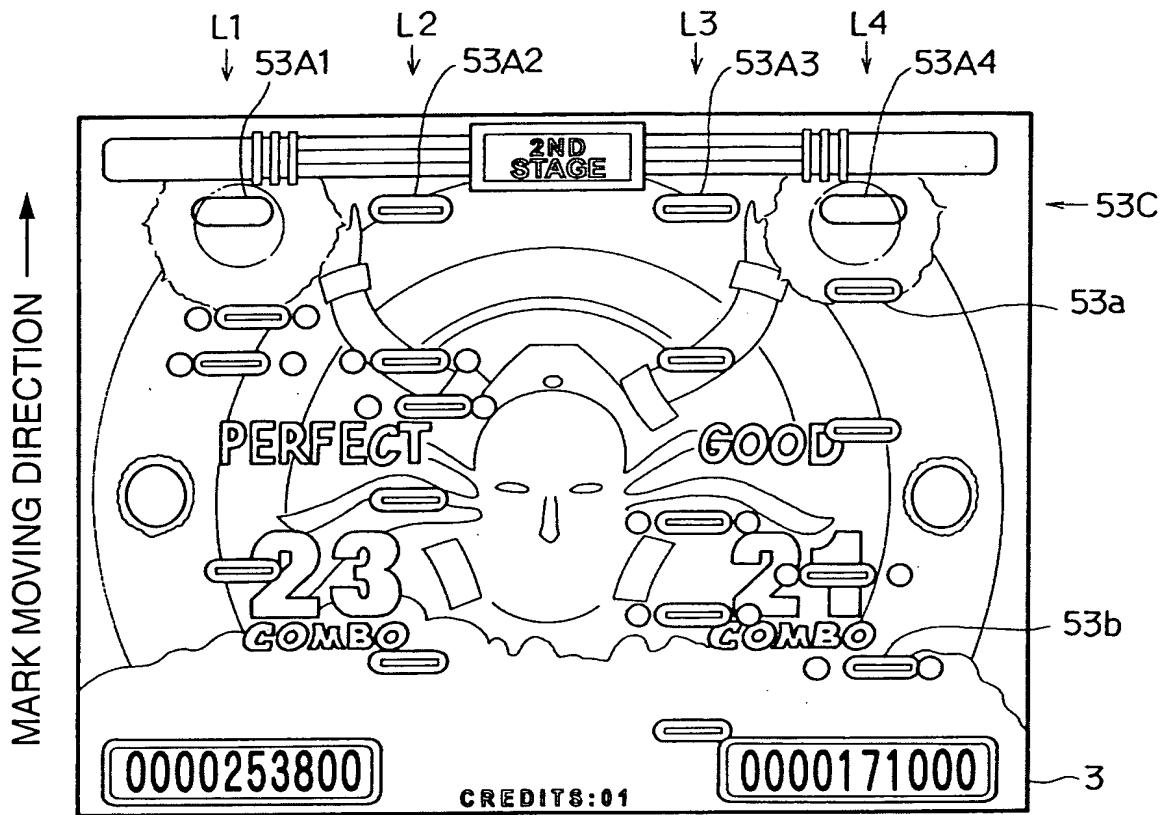


FIG.13B

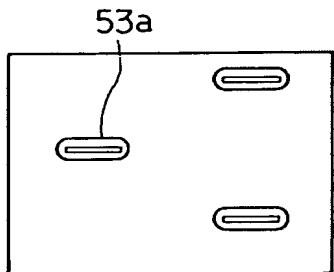


FIG.13C

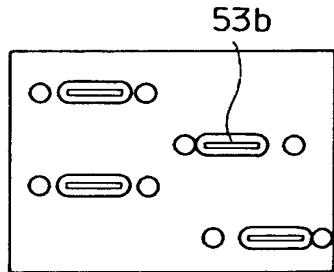
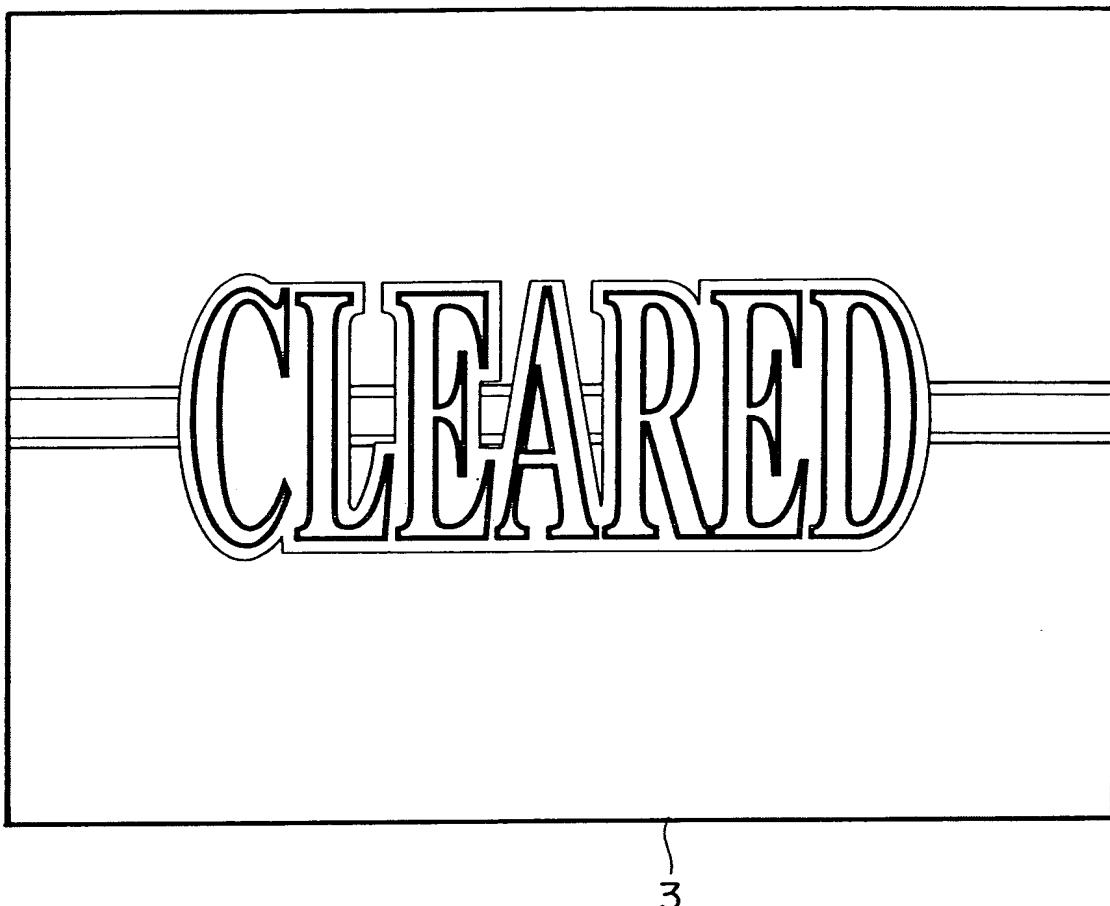


FIG.14



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FIG. 15

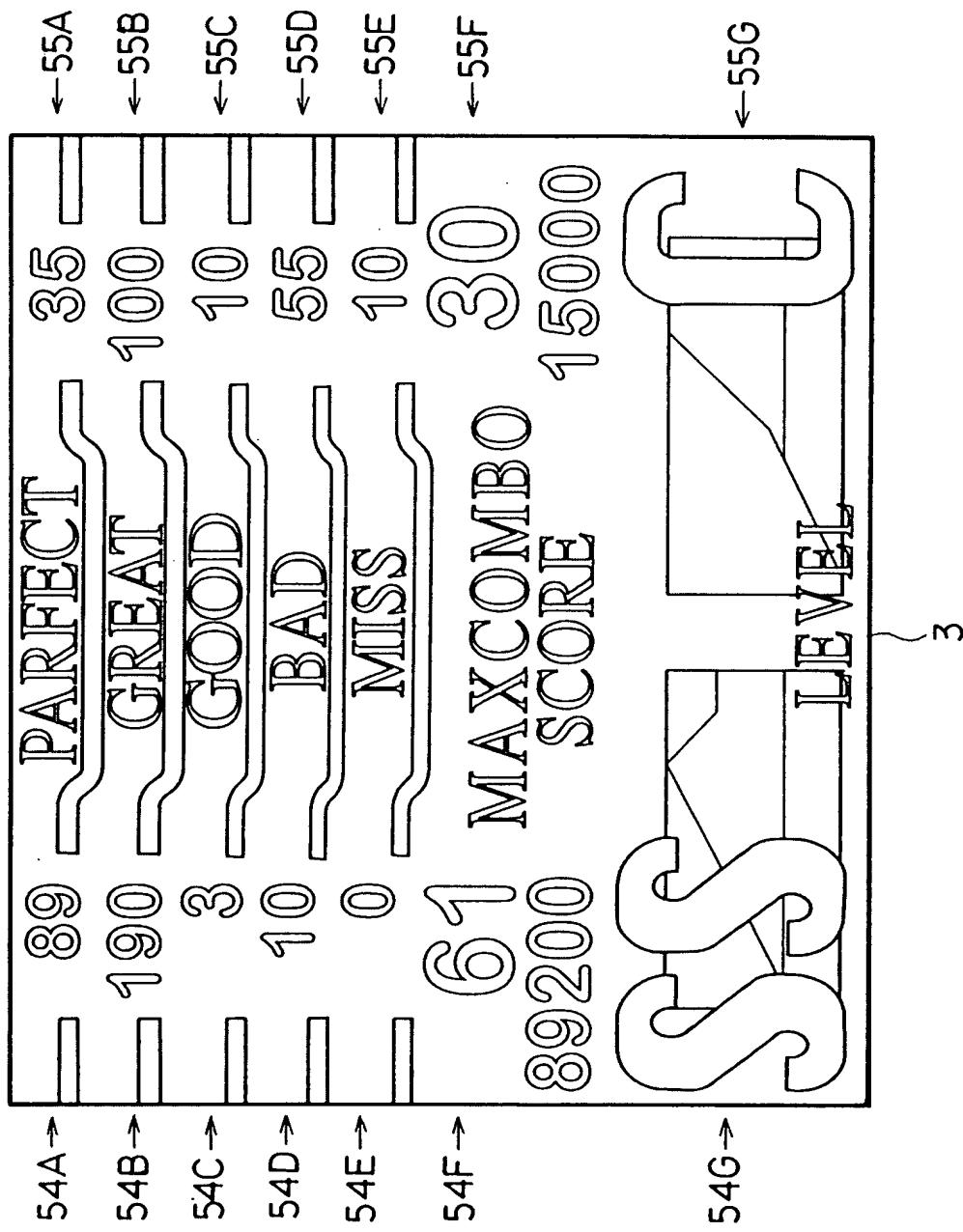


FIG.16

PROCESSOR PROCESSOR

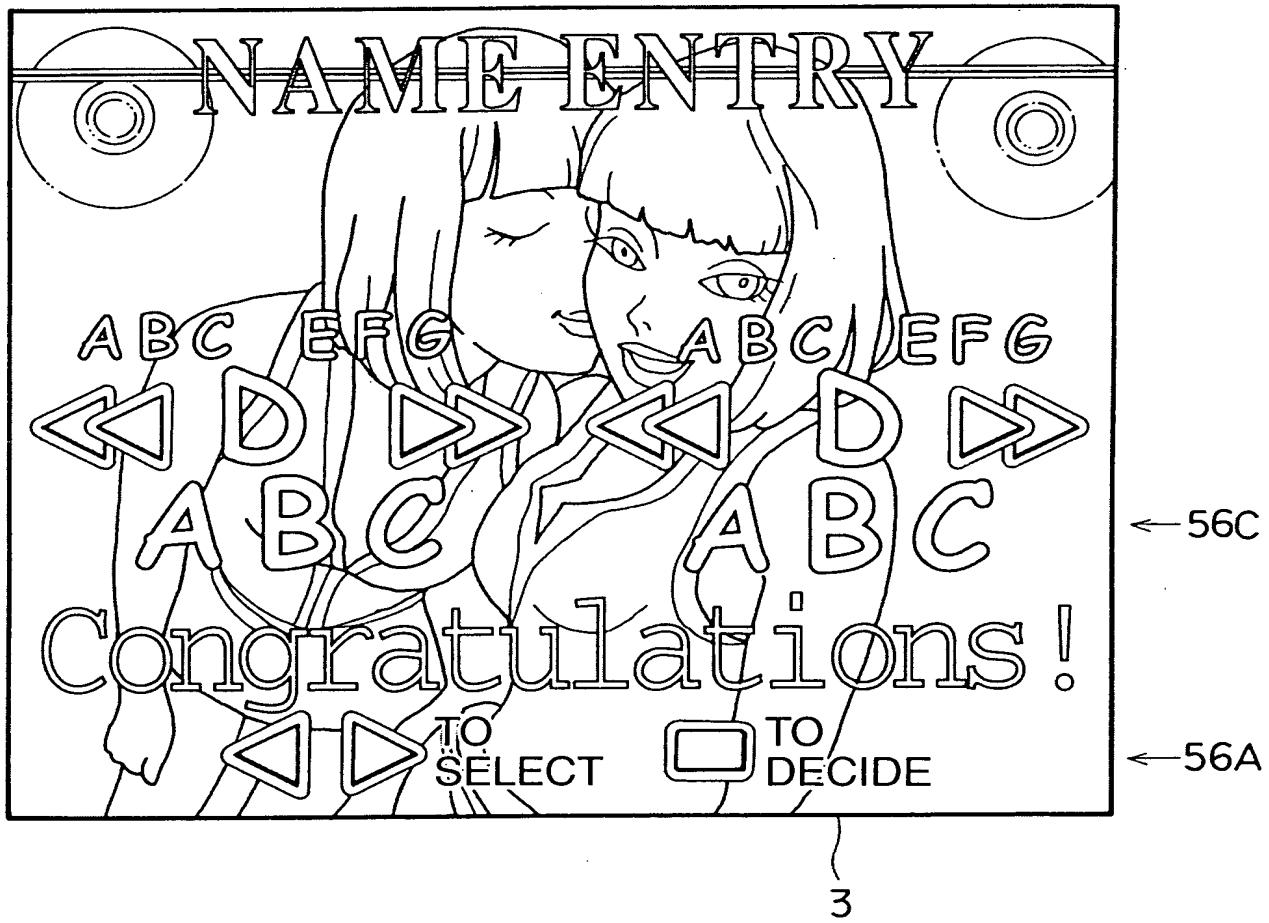


FIG.17

RANKING			
1 st	A	B	C
2 nd	A	B	C
3 rd	A	B	C
4 th	A	B	C
5 th	A	B	C
6 th	A	B	C
7 th	A	B	C
8 th	A	B	C
9 th	A	B	C
10 th	A	B	C
	0	1	2
	3	4	5
	6	7	8
	9		

FIG. 18

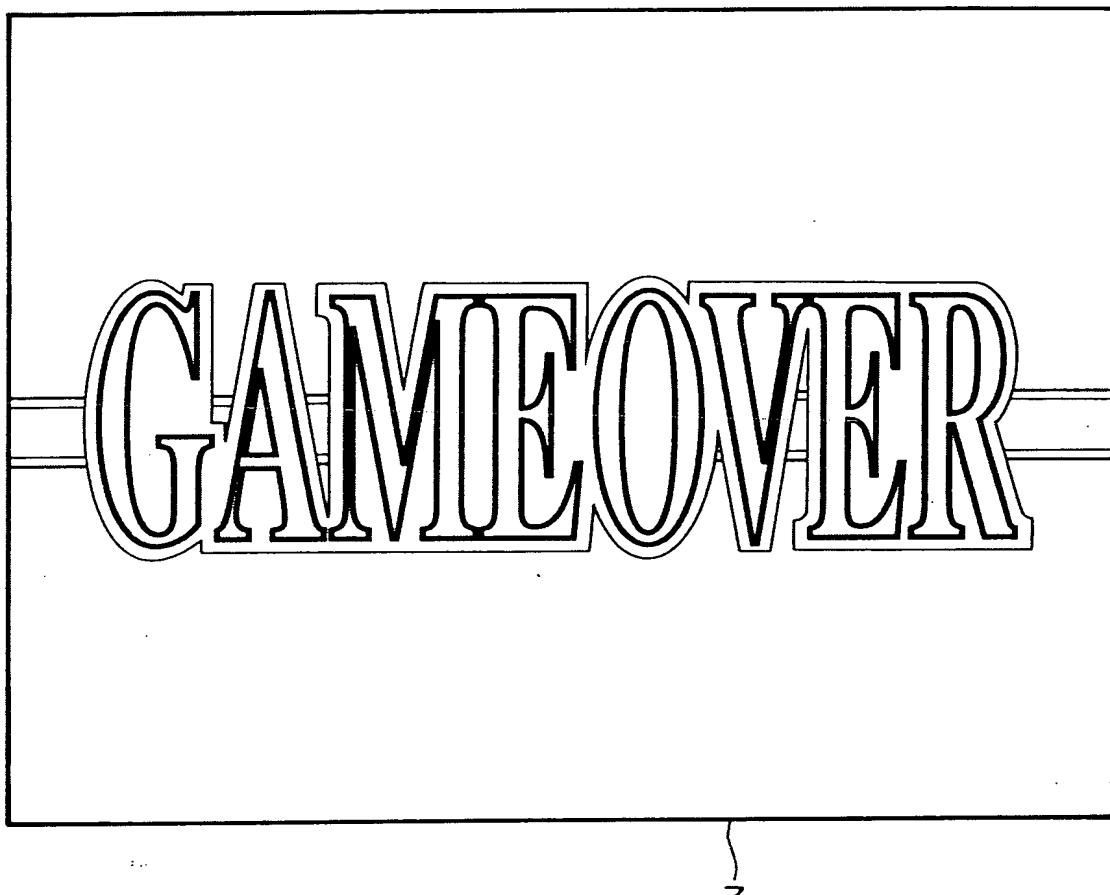


FIG.19

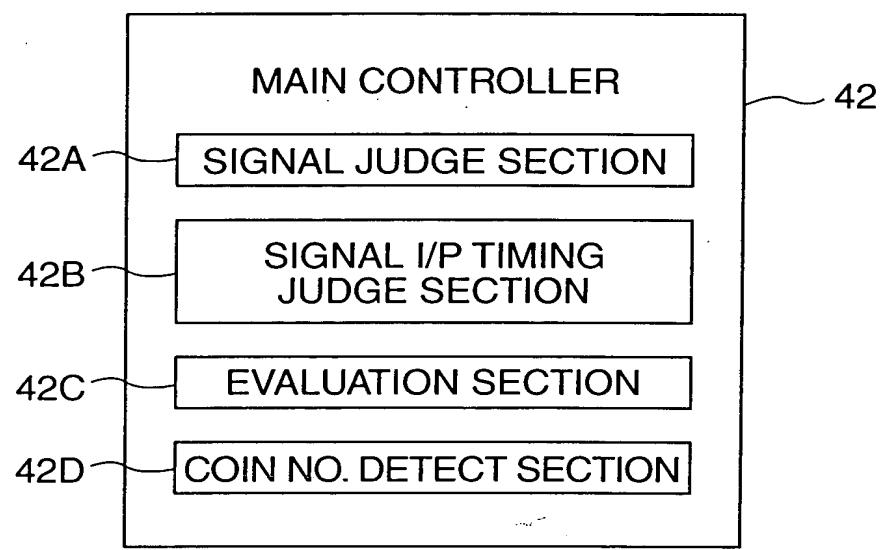


FIG.20

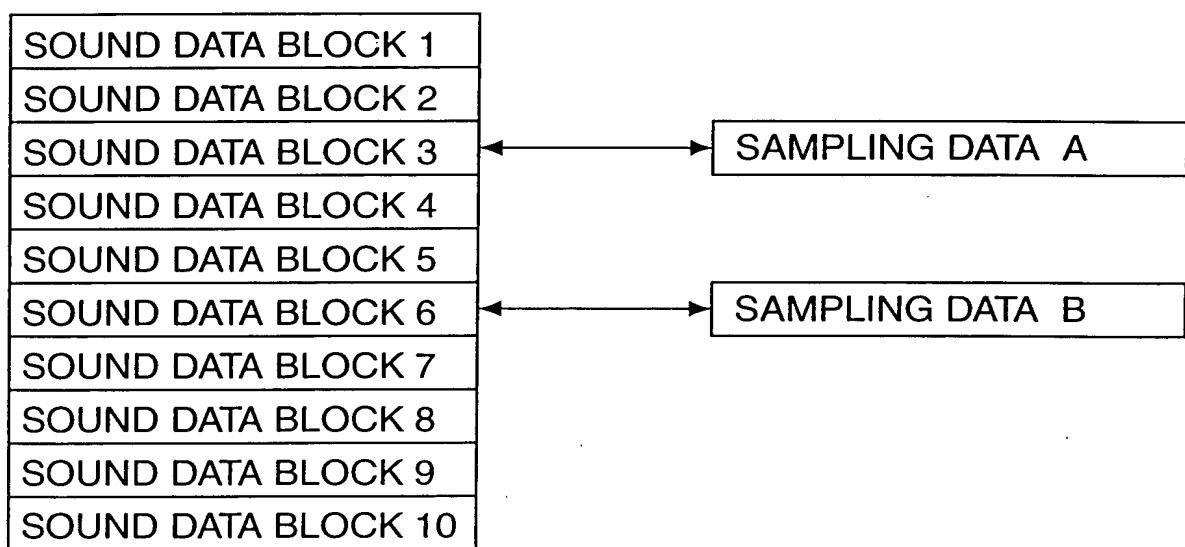


FIG.21

ORDER OF SOUND GENERATION	KINDS OF SOUND MODULATION	MODULATION BY SLIDER
SOUND DATA BLOCK 1	NONE	CAN BE ADDED
SAMPLING DATA B	✗ MODULATION 1	CAN BE ADDED
SAMPLING DATA A	✗ MODULATION 3	CAN BE ADDED
SOUND DATA BLOCK 4	NONE	CAN BE ADDED
SAMPLING DATA A	✗ MODULATION 1	CAN BE ADDED

FIG.22

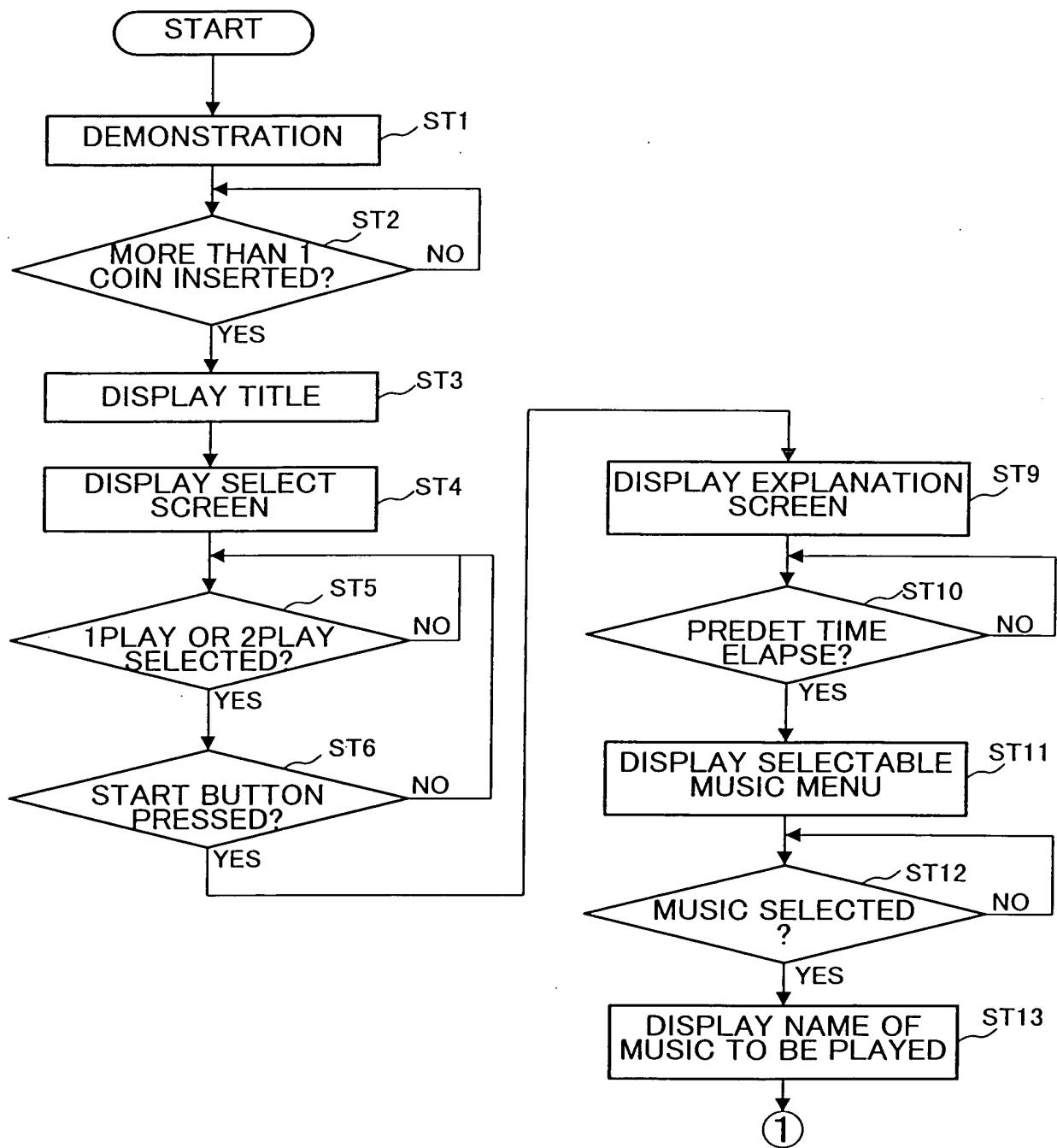


FIG.23

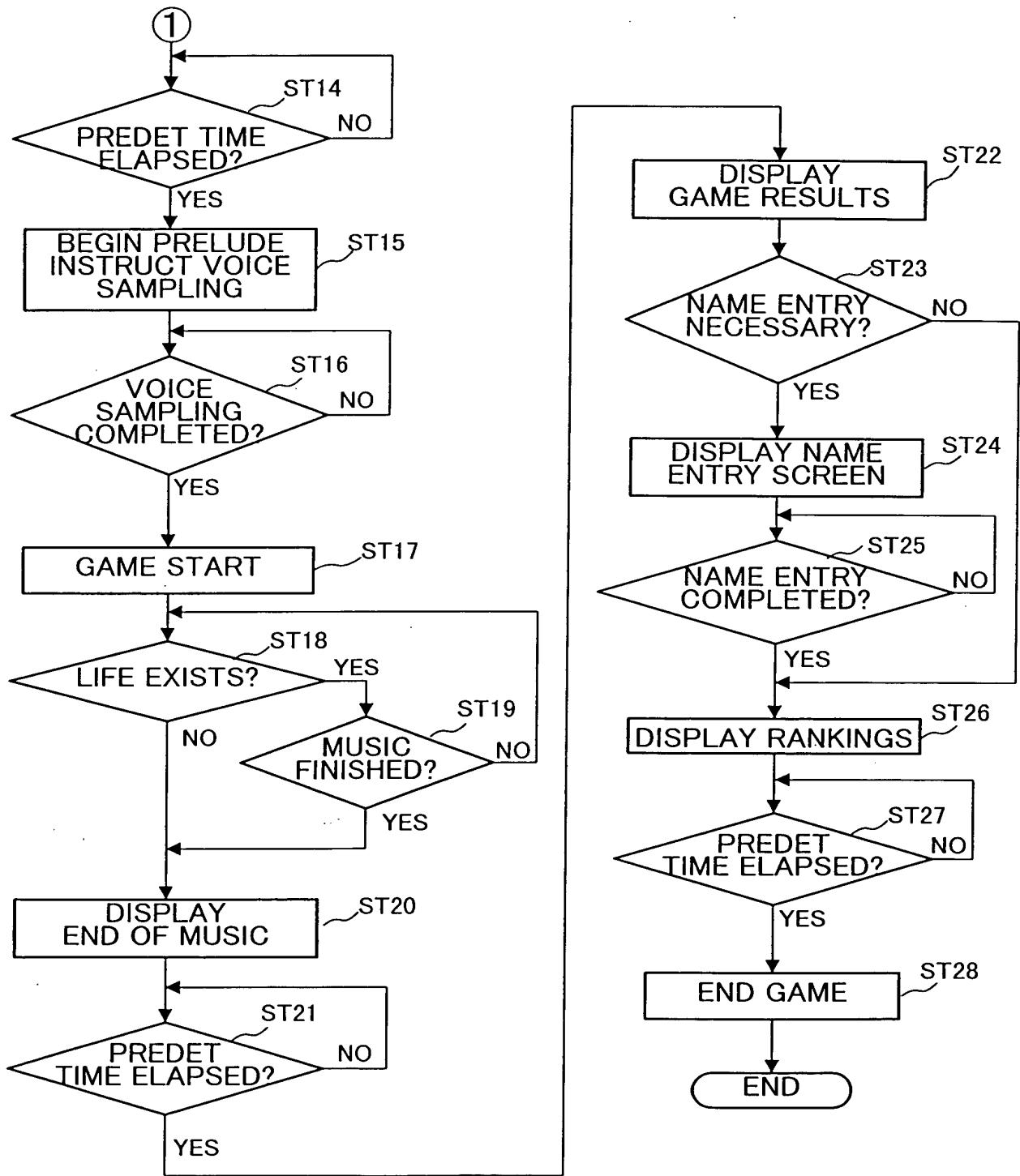
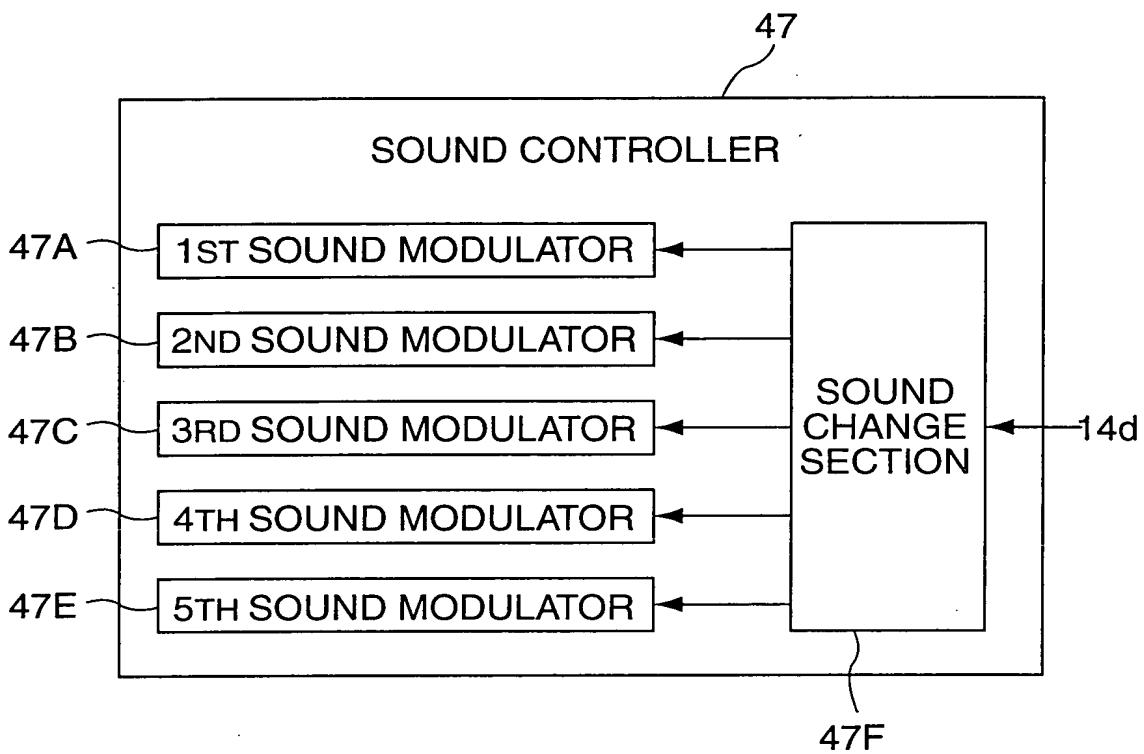


FIG.24



09263365 09263365